

9-18-00

Page 6, line 11, after "stop" delete "information" and substitute therefore --signal--;

9-14-00

and

pg 16

line 21, after "start" delete "information" and substitute therefore --signal--;

**IN THE CLAIMS:**

~~Please cancel claims 5, 10, 12, 19, 25, 34 and 35-54 without prejudice.~~

~~Please amend claims 1, 6, 11, 15, 20 and 27 as follows:~~

Sub. C1> --1. (Amended) A wireless control unit for a video game system having a console  
with game controller ports, the wireless control unit comprising:

a controller having at least one user operable switch and wireless  
transmitter circuitry for transmitting game information, including auto activate start  
[information] signal; and

a console interface connected to the game console via at least one of the  
game controller ports and having wireless receiver circuitry for receiving the game  
information, including the auto activate start [information] signal, from the controller and  
for modifying the game information so that an activate signal is continuously sent from  
the console interface to the console via at least one of the game controller ports, wherein  
[and] at least one object in a game being played with the video game system console is  
continuously activated.--

B2 Sub. C2> --6. (Amended) A wireless control unit for a video game system having a game  
console with game controller ports, the wireless control unit comprising:

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a controller having at least one user operable switch and wireless transmitter circuitry for transmitting game information, including an auto activate start [information] signal; and

a console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information, including the auto activate start [information] signal, from the controller and for modifying the game information so that when the auto activate start [information] signal is received an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, wherein [and] at least one object in a game being played with the [video] game [system] console is continuously activated, [and] said console interface further comprising a connection port for receiving a memory cartridge for selectively storing game information.--

Sub. C3 > --11. (Amended) A wireless control unit for a vide game system having a game console with game controller ports, the wireless control unit comprising:

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a plurality of controllers each having at least one user operable switch and wireless transmitter circuitry for transmitting game information, including auto activate start [information] signal; and

at least one console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information, including the auto activate start [information] signal, from each of the plurality of controllers and for selectively modifying the game information from each controller so that when the auto activate start [information] signal is received an activate

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signal is continuously sent from the console interface to the game console via at least one of the game controller ports, wherein [and] at least one object in the game being played with the [video] game [system] console is continuously activated.--

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~~13.~~ (Amended) The wireless control unit according to claim ~~11~~, wherein the at least one console interface comprises a plurality of console interfaces and wherein one console interface corresponds to one of said plurality of controllers, and wherein each console interface includes wireless receiver circuitry for receiving the game information, including the auto activate start [information,] signal from the corresponding controller and for selectively modifying the game information so that when the auto activate start [information] signal is received an activate signal is continuously sent from the console interface to the console via the game controller ports, wherein [and] at least one object in a game being played with the [video] game [system] console is controlled by the corresponding controller is continuously activated.--

Sub C4>

--15. (Amended) A wireless control unit for a video game system having a game console with game controller ports, the wireless control unit comprising:

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a plurality of controllers each having at least on user operable switch and wireless transmitter circuitry for transmitting game information, including auto activate start [information] signal; and

at least one console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information, including the auto activate start [information] signal, from each of the

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plurality of controllers and for selectively modifying the game information from each controller so that when the auto activate start [information] signal is received an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, wherein [and] at least one object in a game being played with the [video] game console [system] is continuously activated, and at least one connection port configured to receive at least one memory cartridge for selectively storing game information associated with a game being played with each of said plurality of controllers.--

Sub. C5 >

--20. (Amended) A wireless control unit for a video game system having a game console with game controller ports, the wireless controller unit comprising:

a controller having at least one user operable switch, wireless transmitter circuitry for transmitting game information, including an auto activate start [information] signal, and wireless receiver circuitry for receiving controller information; and

a console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information, including the auto activate start [information] signal, from the controller and for modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, such that [and] at least one object in a game being played with the video game system is continuously activated, and wireless transmitter circuitry for transmitting controller information to the controller.--

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Claim 23, line 1, delete "20" and substitute therefore --22--

Claim 24, line 1, delete "20" and substitute therefore --22--;

Sub. C6> --27. (Amended) A wireless control unit for a video game system having a game console with game controller ports, the wireless control unit comprising:

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a plurality of controllers each having at least one user operable switch, wireless transmitter circuitry for transmitting game information including an auto activate start [information] signal, and wireless receiver circuitry for receiving controller information; and

at least one console interface having wireless receiver circuitry for receiving the game information, including the auto activate start [information] signal, from [the] at least one of said plurality of controllers [controller] and for modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, wherein [and] at least one object in a game being played with the video game system is continuously activated, and wireless transmitter circuitry for transmitting controller information to at least one of [the] said plurality of controllers.--

✓  
Please add the following new claims 55-68:

Sub. C7> --55. (New) A wireless game control unit comprising:

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a controller having at least one user operable switch, wireless transmitter circuitry for transmitting game control information, and wireless receiver circuitry for receiving controller information; and

a console interface having wireless receiver circuitry for receiving said game control information from said controller, and wireless transmitter circuitry for transmitting said controller information to said controller.--

--56. (New) The wireless game control unit according to claim 55, wherein said console interface further comprises a connection port for receiving a memory cartridge for selectively storing information relating to a particular game being played.--

<sup>57</sup>  
--58. (New) The wireless game control unit according to claim 55, wherein said controller further comprises a connection port for receiving a peripheral device.--

<sup>58</sup> <sup>57</sup>  
--59. (New) The wireless game control unit according to claim 58, wherein the peripheral device comprises a vibrating member responsive to the controller information.--

<sup>59</sup> <sup>57</sup>  
--60. (New) The wireless game control unit according to claim 58, wherein the peripheral device comprises a memory cartridge for storing game information.--

<sup>60</sup>  
--61. (New) A wireless control unit comprising:  
a plurality of controllers each having at least one user operable switch, wireless transmitter circuitry for transmitting game information, and wireless received circuitry for receiving controller information;

at least one console interface having wireless receiver circuitry for receiving the game information from the controller and wireless transmitter circuitry for transmitting controller information to at least one of the plurality of controllers.--

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and  
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--62. (New) The wireless control unit according to claim 61, wherein said at least one console interface further comprises at least one connection port for receiving a memory cartridge for enabling the user to selectively store information relating to a particular game being played.--

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--63. (New) The wireless control unit according to claim 61, wherein at least one of the plurality of controllers further comprises a connection port for receiving a peripheral device.--

63  
--64. (New) The wireless control unit according to claim 62, wherein the peripheral device comprises an additional memory cartridge for storing game information.--

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--65. (New) The wireless control unit according to claim 62, wherein the peripheral device comprises a vibrating member responsive to the controller information.--

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<sup>65</sup>  
--66. (New) The wireless control unit according to claim <sup>60</sup>~~61~~, wherein said at least one console interface comprises a plurality of console interfaces each corresponding to one of said plurality of controllers.--

<sup>66</sup>  
--67. (New) The wireless control unit according to claim <sup>60</sup>~~61~~, wherein each of said plurality of controllers transmits the game information at different predefined frequencies, and the wireless received circuitry in said console interface is configured to receive each different predefined frequency.--

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<sup>67</sup>  
--68. (New) A wireless control unit for a video game system having a game console with game controller ports, the wireless control unit comprising:

a controller having at least one user operable switch, wireless transmitter circuitry for transmitting game control information, and wireless receiver circuitry for receiving controller information; and

a console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving said game control information from said controller, and wireless transmitter circuitry for transmitting said controller information to said controller.--

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